

Fig. 1A
(Prior Art)

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• • •

Product
A1

• • •

Category A
154a

Product
A3

Product
A2

Department
152

Product
B1

Category B
154b

Product
B3

Product
B2

• • •

• • •

150

Fig. 1B

FIG. 2 is a schematic diagram of a system for providing a user with a virtual reality experience. The system includes a user 210, a display 210a, a controller 210b, a sensor 220, and a processor 250a. The user 210 is shown wearing a head-mounted display (HMD) and holding a controller 210b. The display 210a shows a virtual environment with a track and field event. The controller 210b is used to interact with the virtual environment. The sensor 220 is used to track the user's movements. The processor 250a is used to process the data from the sensor 220 and the controller 210b to provide a virtual reality experience.

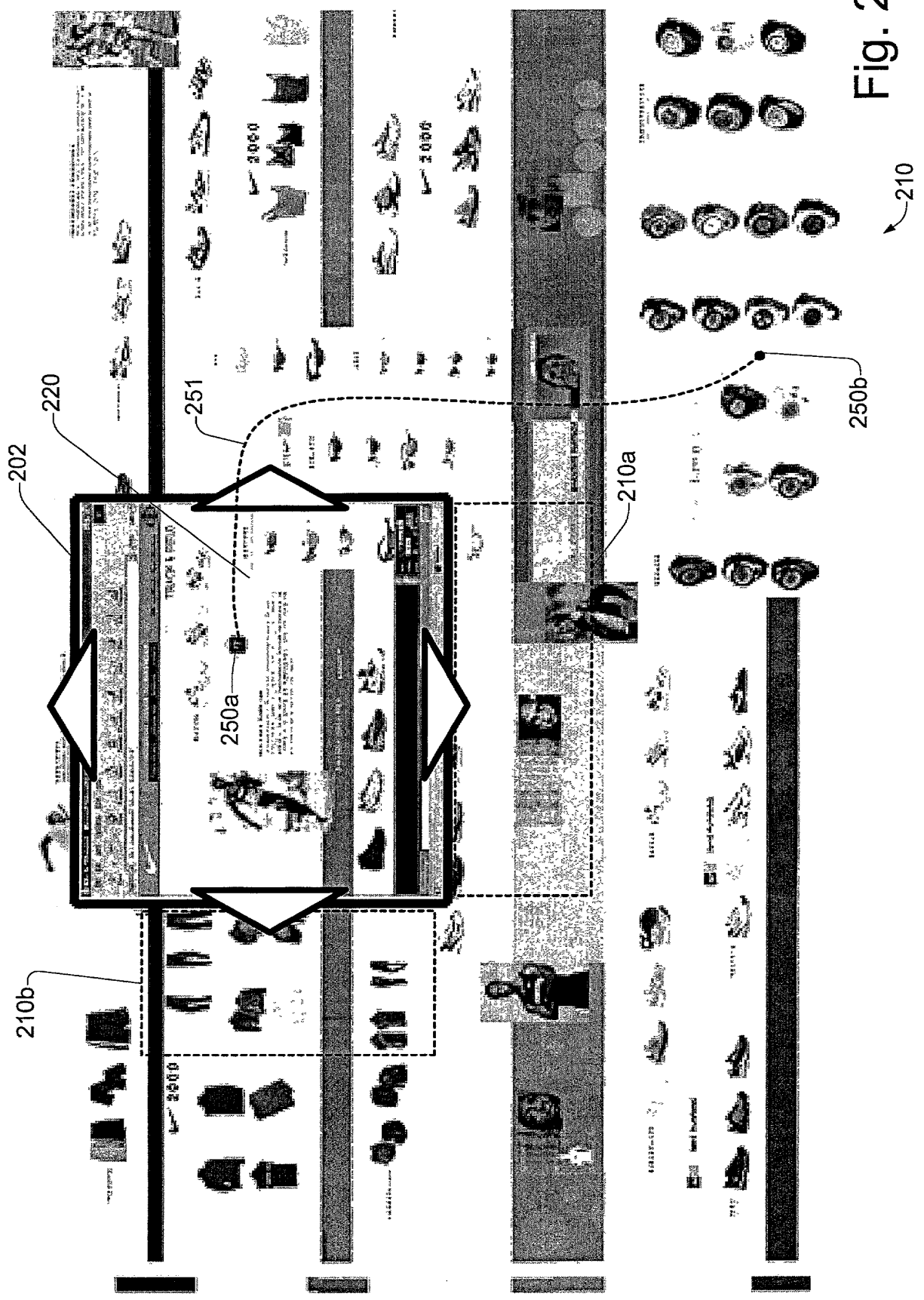


Fig. 2

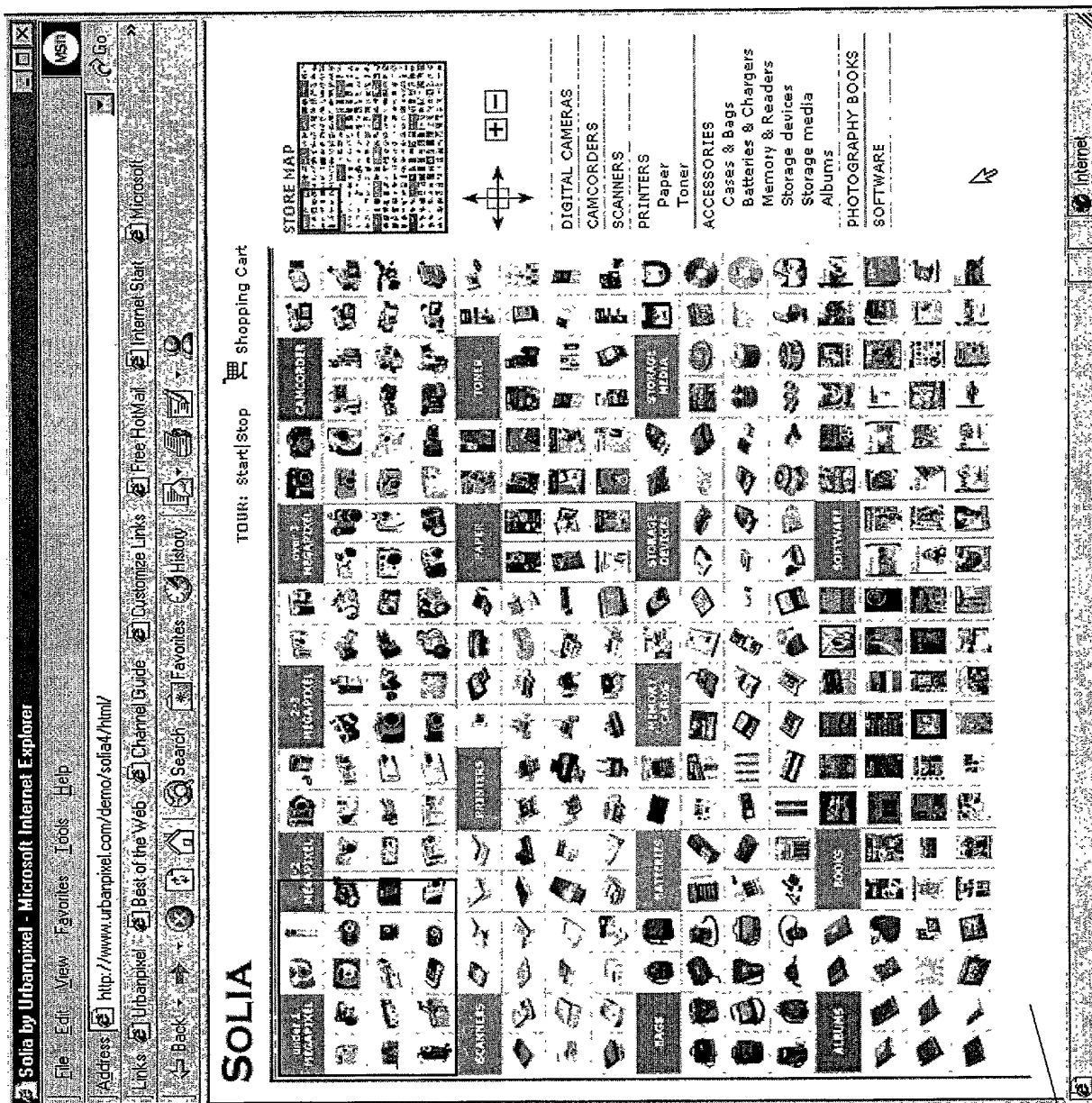


Fig. 3

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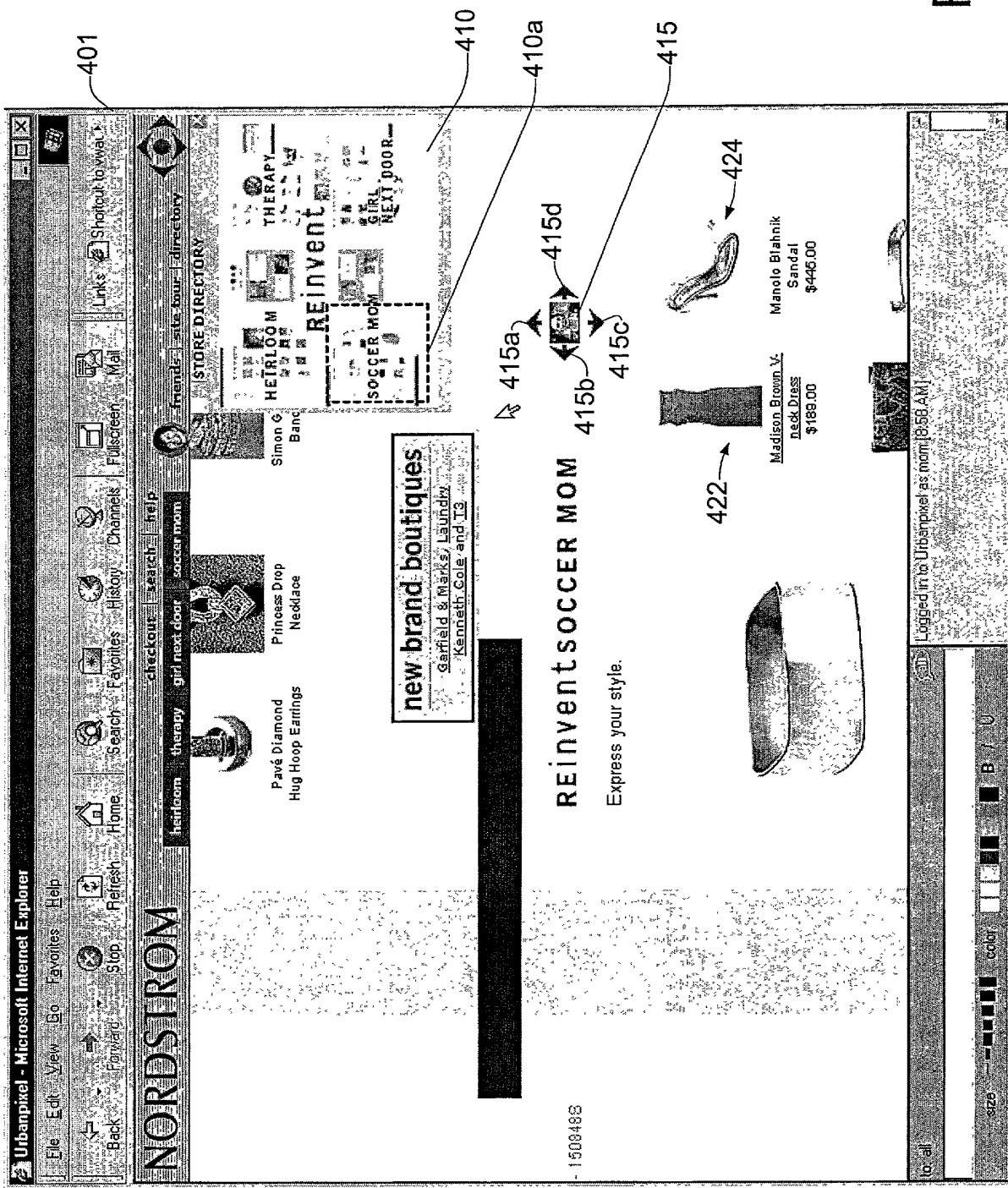


Fig. 4

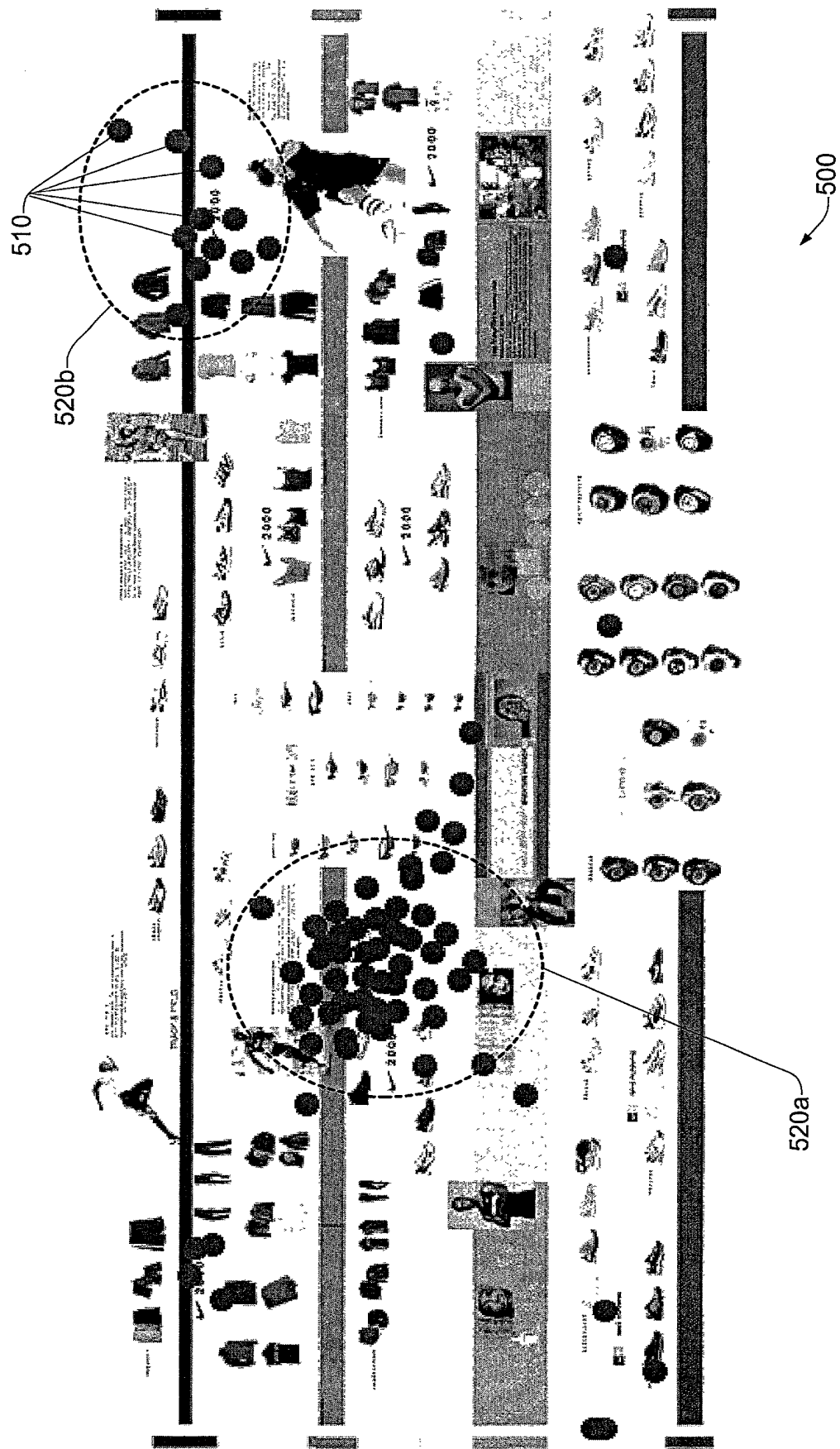


Fig. 5

FIG. 6 is a screenshot of a social networking site interface showing a list of friends and their online status.

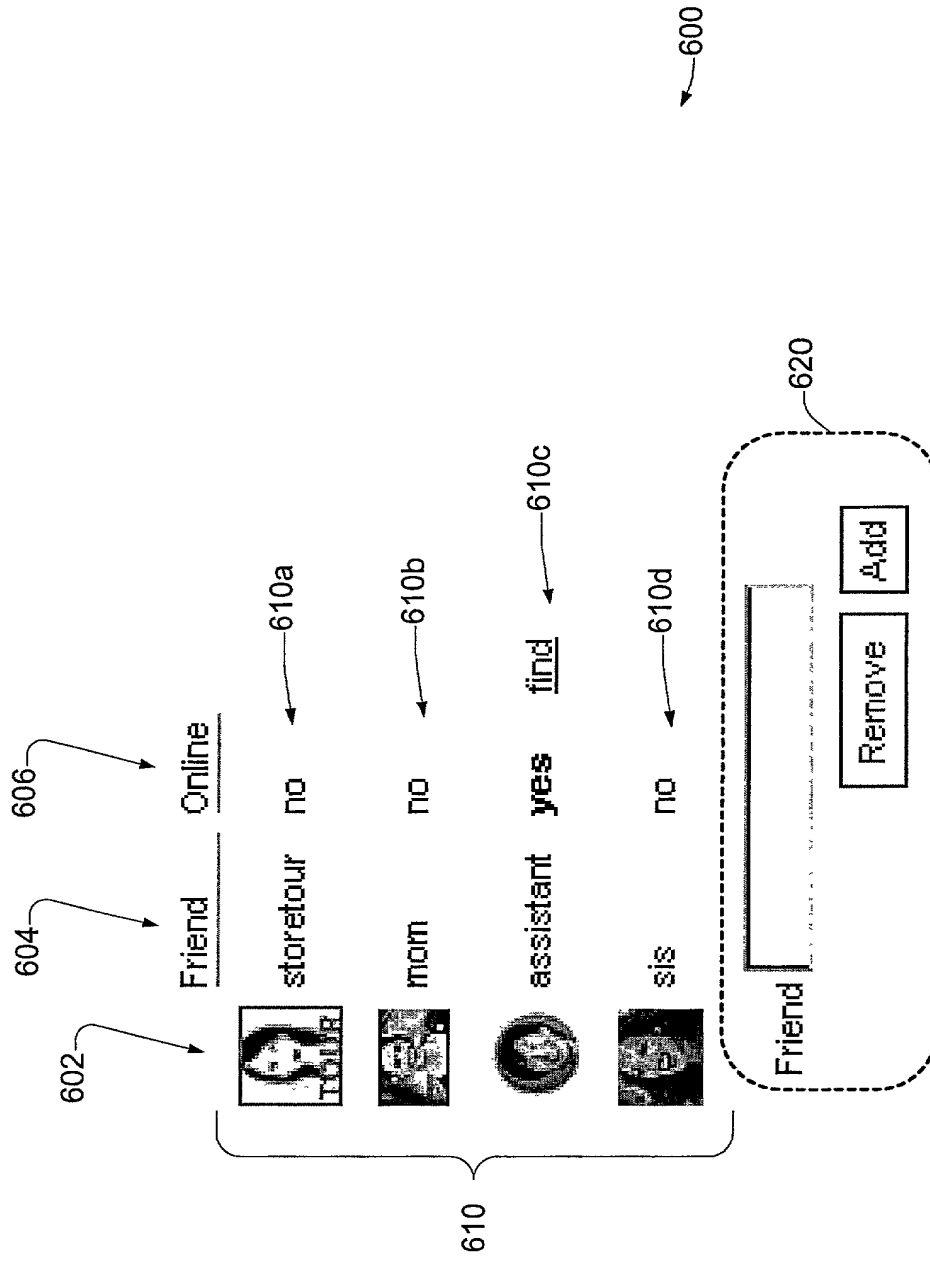


Fig. 6

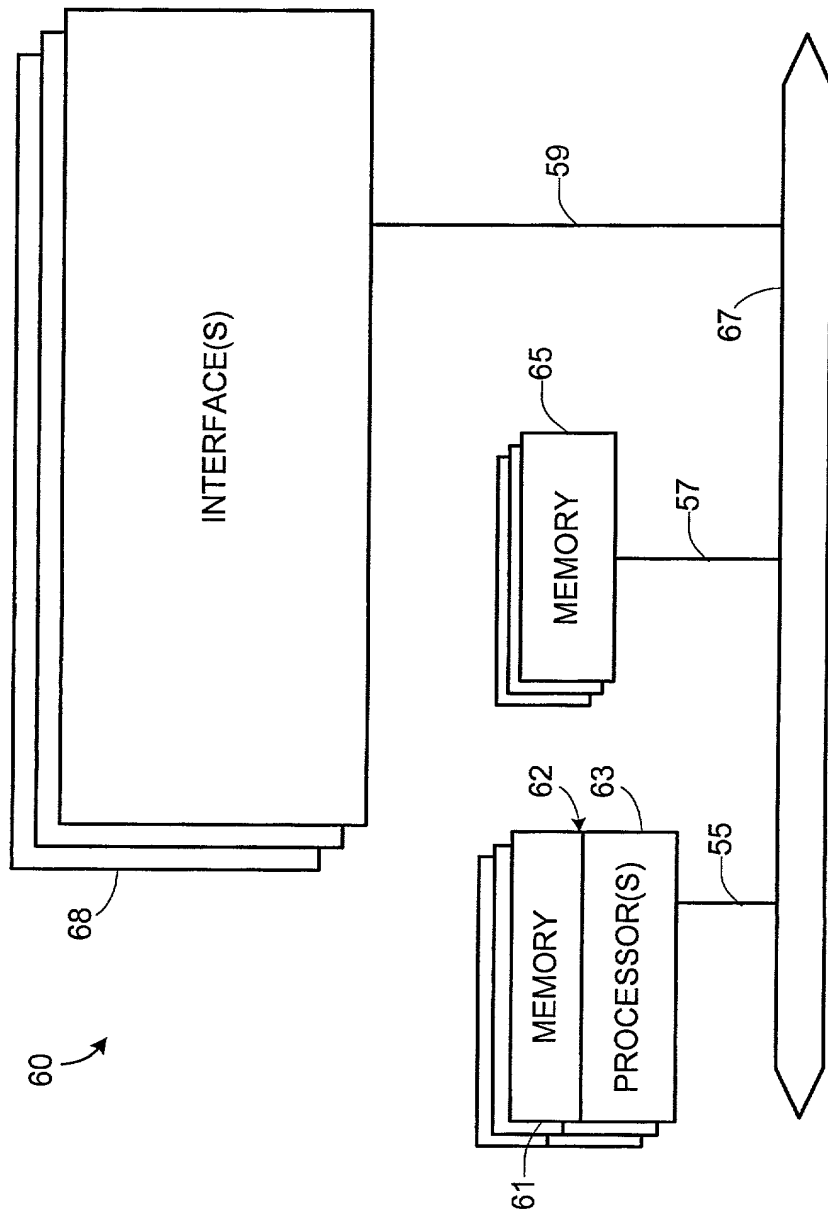


Figure 8